AMENDMENTS TO THE CLAIMS

Kindly amend the claims as follows.

1-20 (canceled).

21 (previously presented) A game kit comprising:

a) a plurality of spheres, with at least one sphere having a visible figure inside;

b) at least one information indicator, having indicia that indicate specific properties to be associated with the spheres in the context of a game setting;

c) a random number generator; and

d) a rule indicator indicating rules for playing a game using the spheres, the at least one information indicator, and the random number generator;

wherein the rules specify an outcome that is determined using the random number generator and the at least one information indicator when two of the spheres come into contact with each other.

22 (previously presented) The game kit of claim 21, wherein the random number generator comprises at least one die.

23 (previously presented) The game kit of claim 21, further comprising a plurality of markers for use in defining a playing field.

24 (previously presented) The game kit of claim 23, wherein each marker further comprises a flat base.

25 (previously presented) The game kit of claim 21, wherein at least one of the spheres is of a different size than the other spheres.

26 (previously presented) The game kit of claim 21, wherein the number of information indicators equals the number of spheres, and each information indicator further comprises at least two values.

27 (currently amended) A method of playing a game comprising the steps of:

    a) providing a plurality of spheres, with at least one sphere having a visible figure associated with it,

    b) providing indicia associated with respective ones of the plurality of spheres;

    c) providing a random number generator;

    d) placing a first one of the plurality of spheres inside a defined playing field; and then

    e) physically striking the first sphere inside the playing field with a second one of the plurality of spheres; ~~and~~

    f) using the random number generator ~~in combination with the indicia associated with the first and second spheres to determine an outcome~~ to generate a number; and then

    g) using the number together with the indicia associated with the first and second spheres to determine an outcome.

28 (previously presented) The method of claim 27, wherein the random number generator comprises at least one die.

29 (previously presented) The method of claim 27, wherein the playing field is defined using a plurality of markers.

30 (previously presented) The method of claim 27, wherein the playing field is defined using a game surface.

31 (previously presented) The method of claim 27, wherein the second sphere strikes the first sphere by entering the playing field after being launched from outside the playing field.

32 (previously presented) The method of claim 27, wherein the position of the first sphere in relation to the playing field after the second sphere strikes the first sphere is a factor in determining the outcome.

33 (previously presented) The method of claim 27, further comprising the step of removing the first sphere from the playing field after being struck by the second sphere.

34 (previously presented) The method of claim 27, further comprising the step of repositioning the first sphere in the playing field after being struck by the second sphere.

35 (previously presented) A game comprising:

       a first sphere having a first value;

       a second sphere having a second value; and

       a rule indicator describing rules wherein the first value is compared to the second value when the first sphere contacts the second sphere to determine an outcome.

36 (previously presented) The game of claim 35, wherein the rules indicator further comprises a rule that the first value is modified before being compared with the second value.

37 (previously presented) The game of claim 36, wherein the first value or the second value is modified by a number generated by a random number generator.

38 (previously presented) The game of claim 35, wherein an outcome includes removing the second sphere from the game.

39 (previously presented) The game of claim 35, wherein an outcome includes reducing the second value.

40 (previously presented) The game of claim 35, wherein the second value is modified before being compared with the first value.

41 (previously presented) The method of claim 27, wherein the indicia are provided on at least one card.

42 (previously presented) The game of claim 35, wherein the first value and the second value are provided on at least one card.

43 (previously presented) A game kit comprising:

    a) a plurality of spheres, with at least one sphere having a visible figure inside;

    b) indicia that indicate specific properties to be associated with the spheres in the context of a game setting;

    c) a random number generator; and

    d) a rule indicator indicating rules for playing a game using the spheres, the indicia, and the random number generator;

    wherein the rules specify an outcome that is determined using the random number generator and the indicia when two of the spheres come into contact with each other.

44 (previously presented) The game kit of claim 43, wherein the indicia are provided on at least one card.